



# FIG. 2

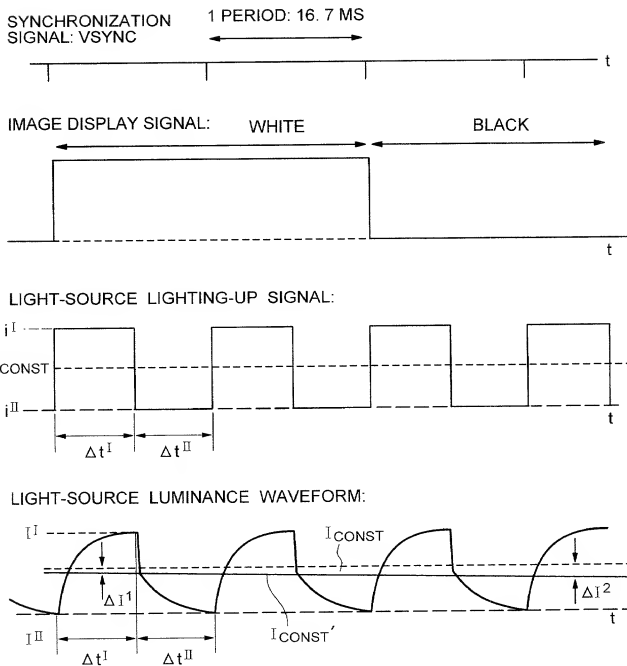


FIG. 3A

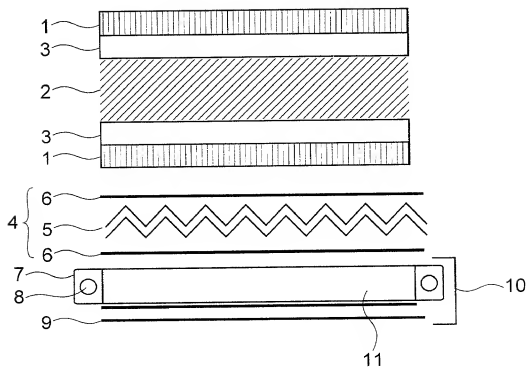


FIG. 3B

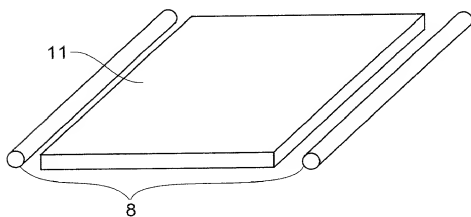


FIG.4A

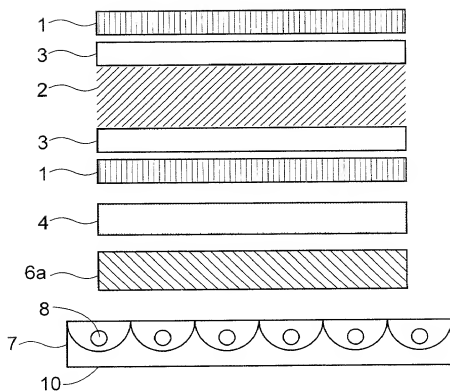
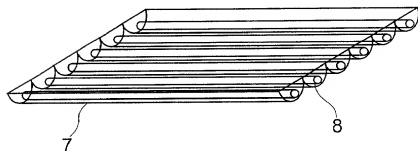
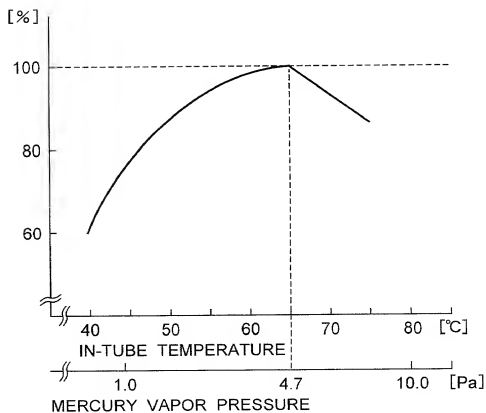


FIG.4B



# FIG.5A



# FIG.5B

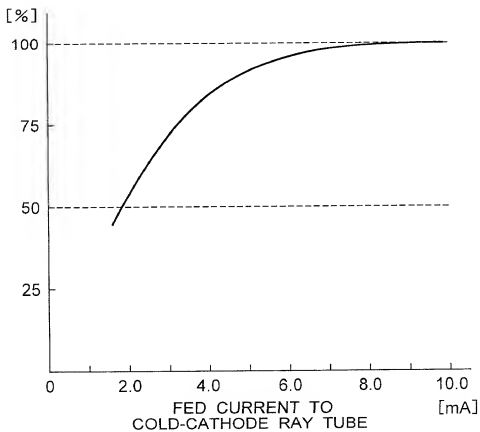


FIG. 6

AFTERGLOW

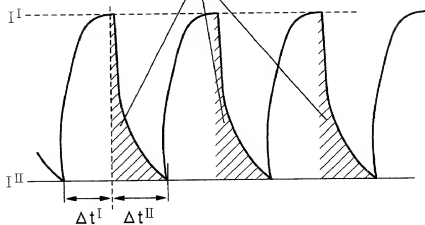


FIG. 7A

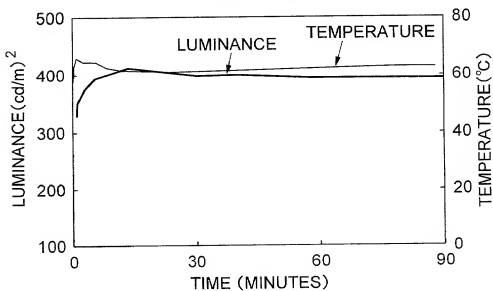


FIG. 7B

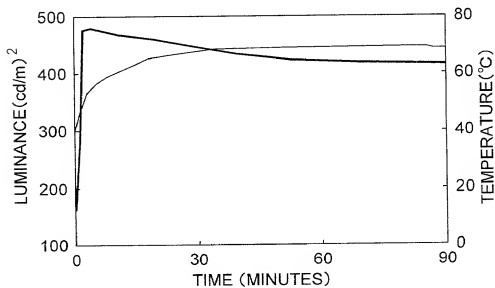
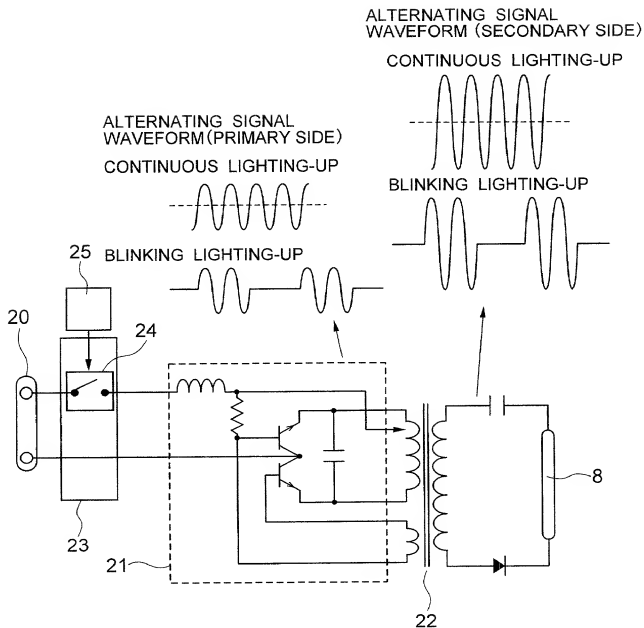
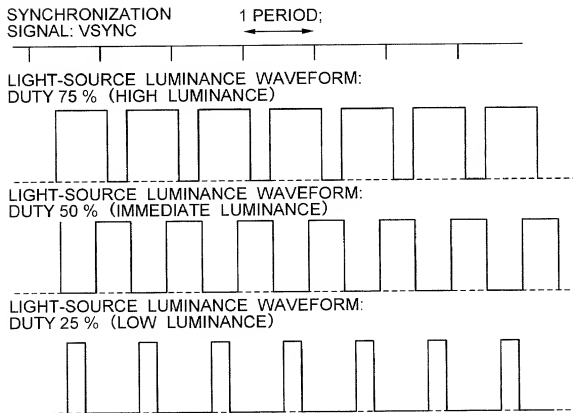


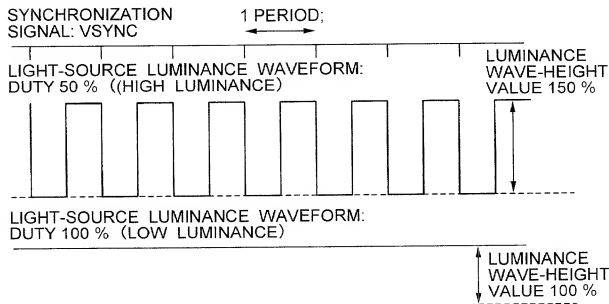
FIG. 8



# FIG. 9

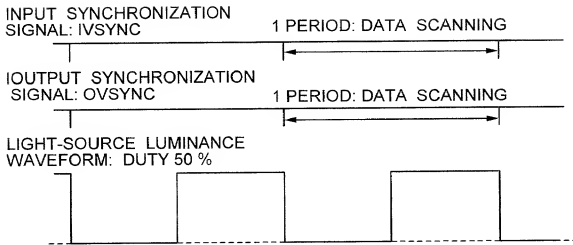


# FIG. 10

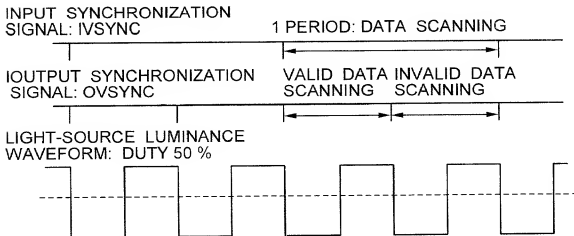




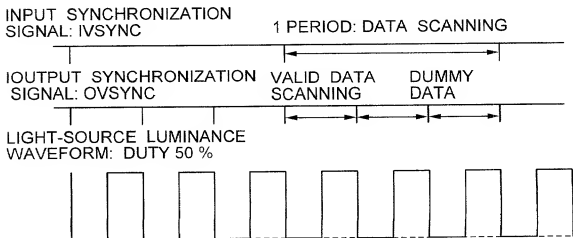
# FIG. 11A



# FIG. 11B



# FIG. 11C



060894+1

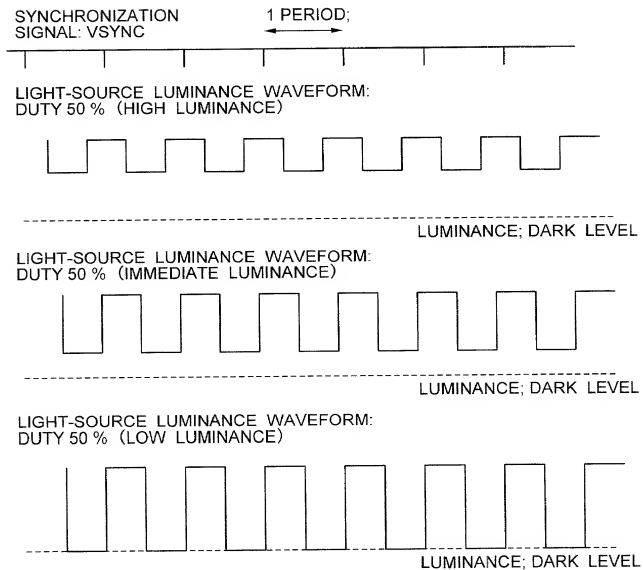


FIG. 13A

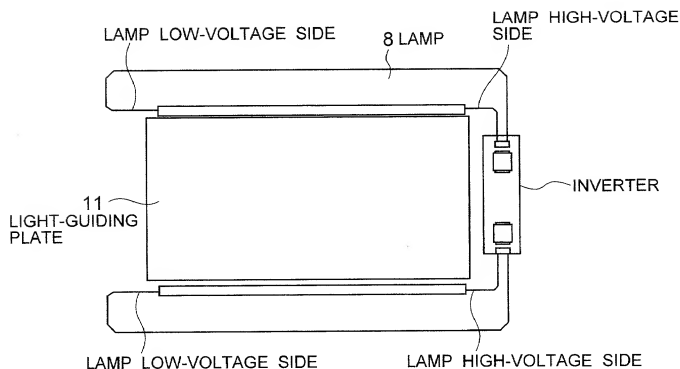


FIG. 13B

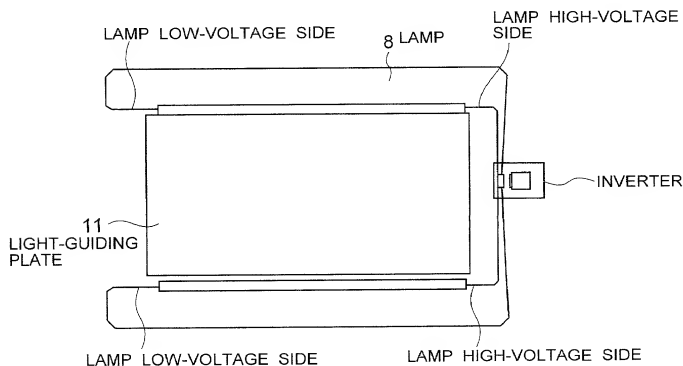


FIG. 14A

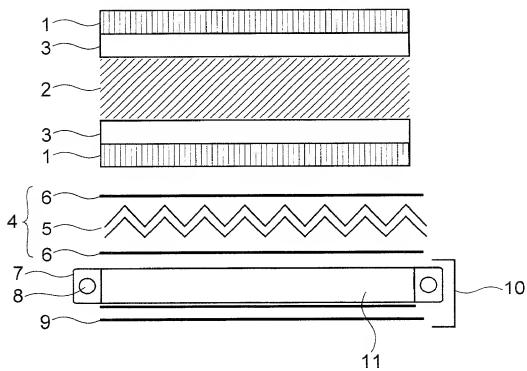
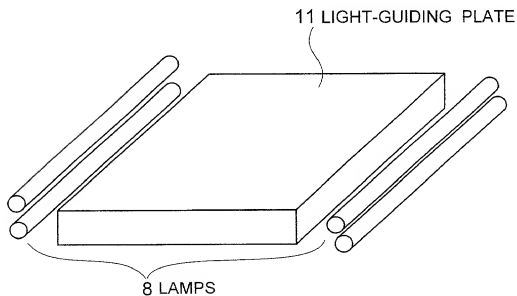
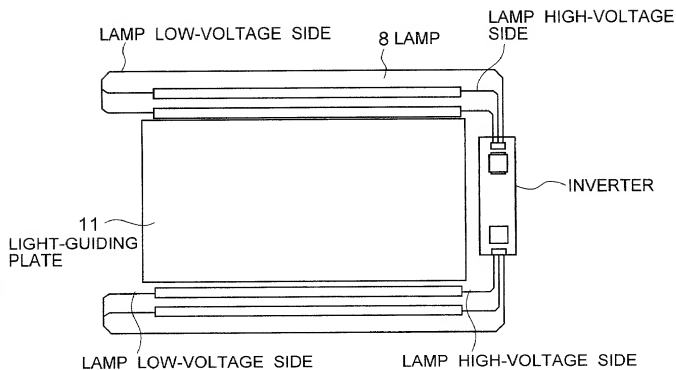


FIG. 14B



# FIG. 15



# FIG. 16

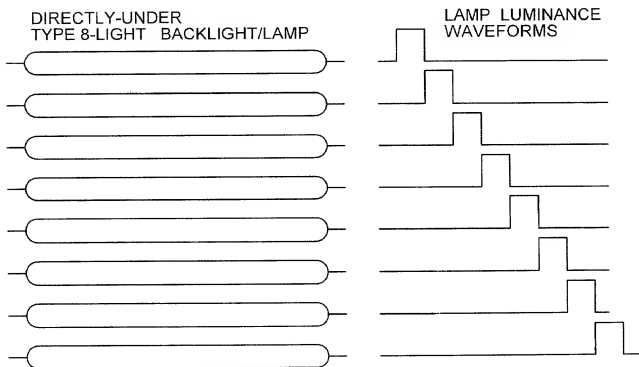


FIG. 17

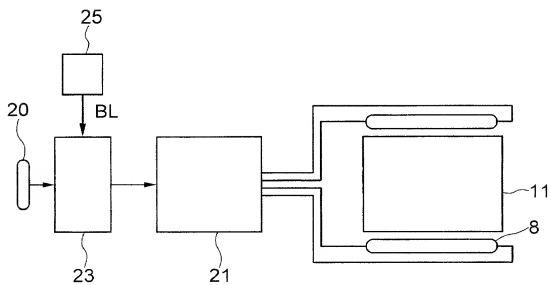


FIG. 18

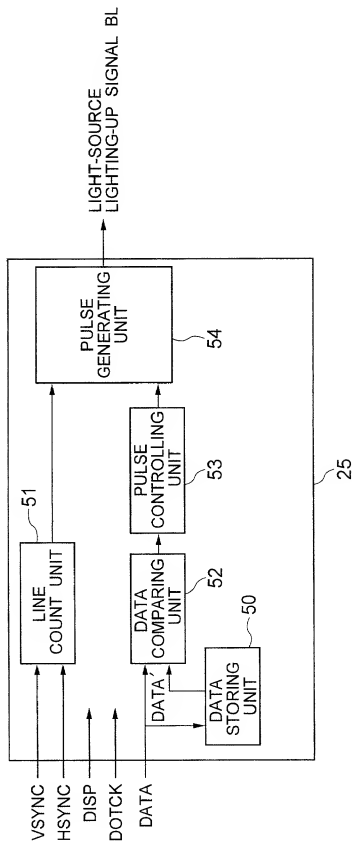
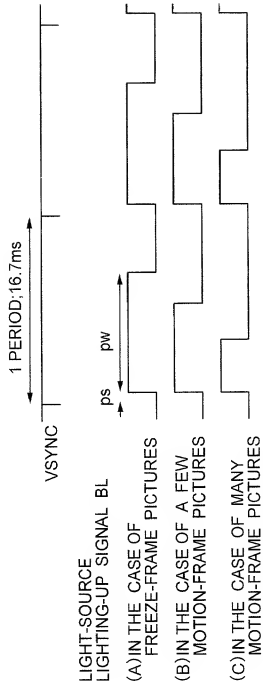


FIG. 19





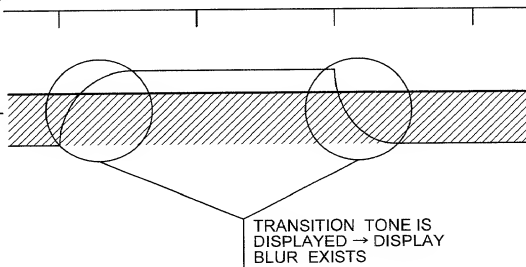
HOLD TYPE  
LIGHT-EMISSION  
IN THE PRIOR ART

FIG. 20A

SYNCHRONIZATION  
SIGNAL : VSYNC

LIGHT-SOURCE  
WAVEFORM  
(HOLD TYPE)

LIQUID CRYSTAL  
RESPONSE  
WAVEFORM



IMPULSE TYPE LIGHT-EMISSION  
IN THE PRESENT DEVELOPMENT

FIG. 20B

SYNCHRONIZATION  
SIGNAL : VSYNC

LIGHT-SOURCE  
WAVEFORM  
(HOLD TYPE)

LIQUID CRYSTAL  
RESPONSE  
WAVEFORM

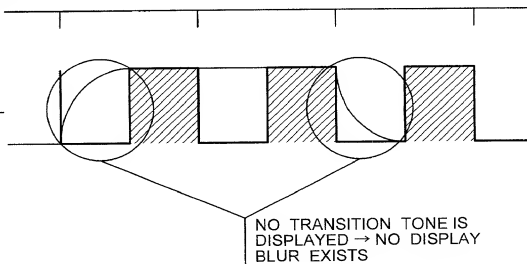
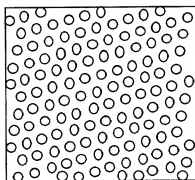


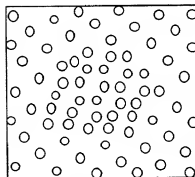
FIG. 21A



DISPLAY  
SCREEN

DETECTION  
POINTS

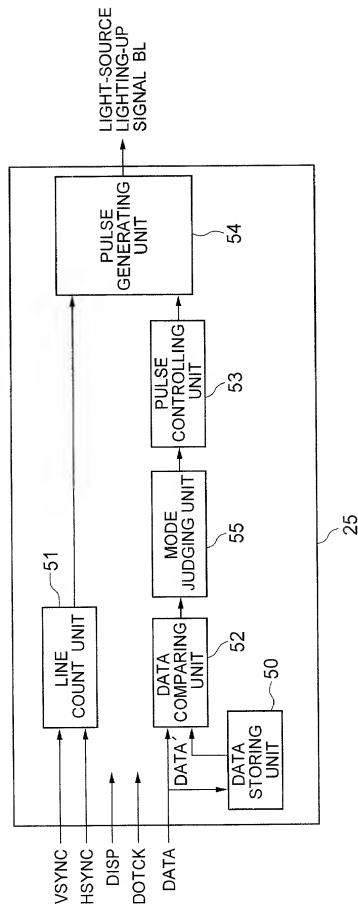
FIG. 21B



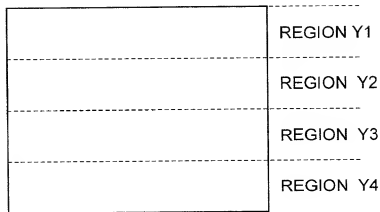
DISPLAY  
SCREEN

DETECTION  
POINTS

FIG. 22



# FIG. 23



# FIG. 24

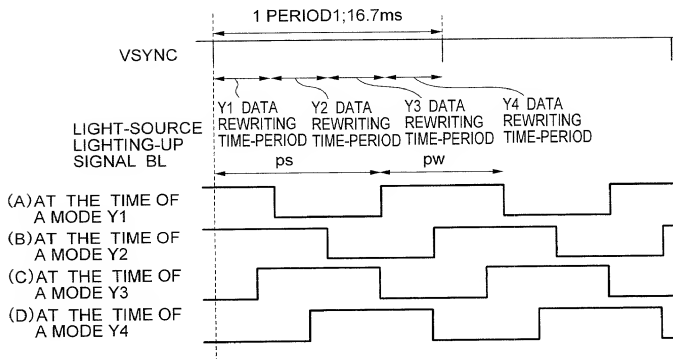


FIG. 25

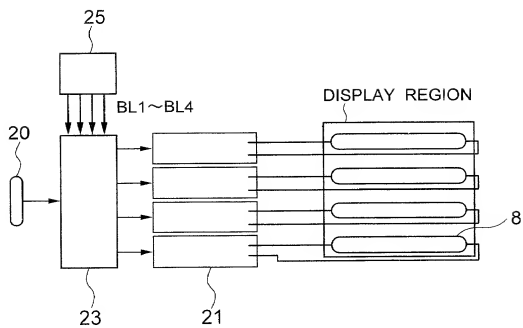
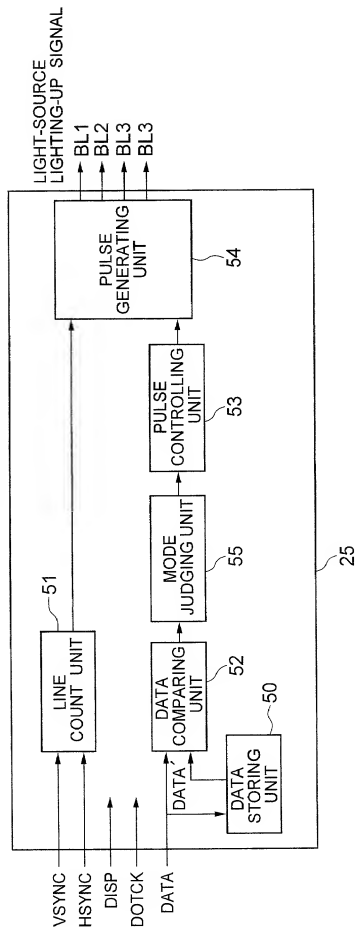
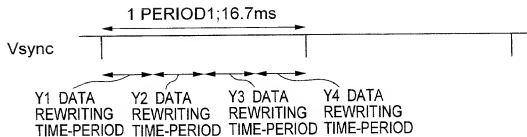


FIG. 26

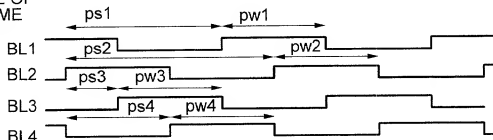


# FIG. 27

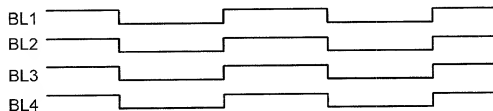


LIGHT-SOURCE  
LIGHTING-UP

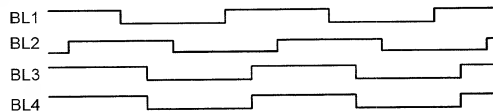
(A) AT THE TIME OF  
FREEZE-FRAME  
PICTURES



(B) AT THE TIME OF  
A MODE Y1



(C) AT THE TIME OF  
A MODE Y1, Y2



(D) AT THE TIME OF  
A MODE Y1, Y3

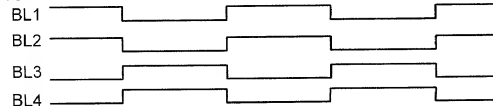
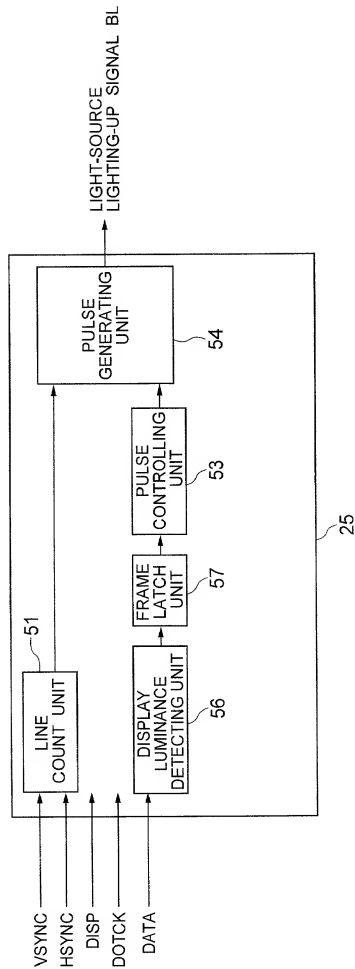


FIG. 28





# FIG. 29

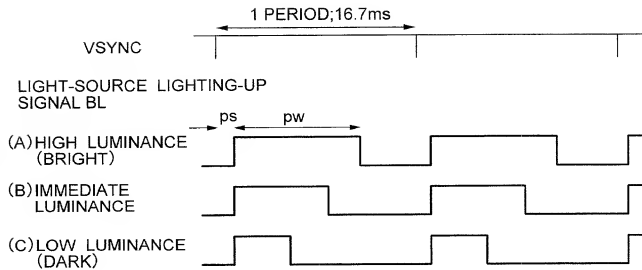


FIG. 30

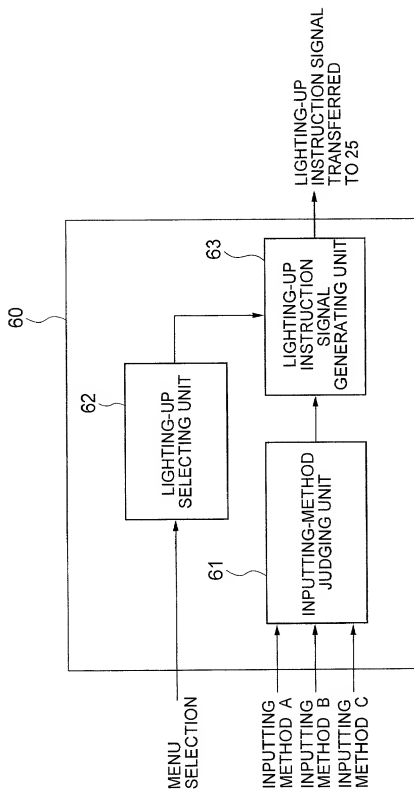


FIG. 31

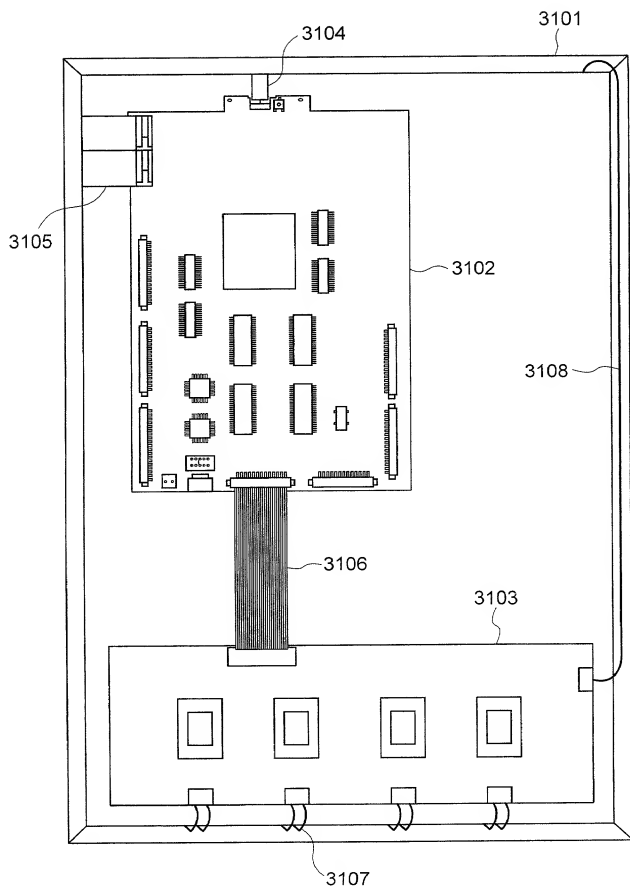
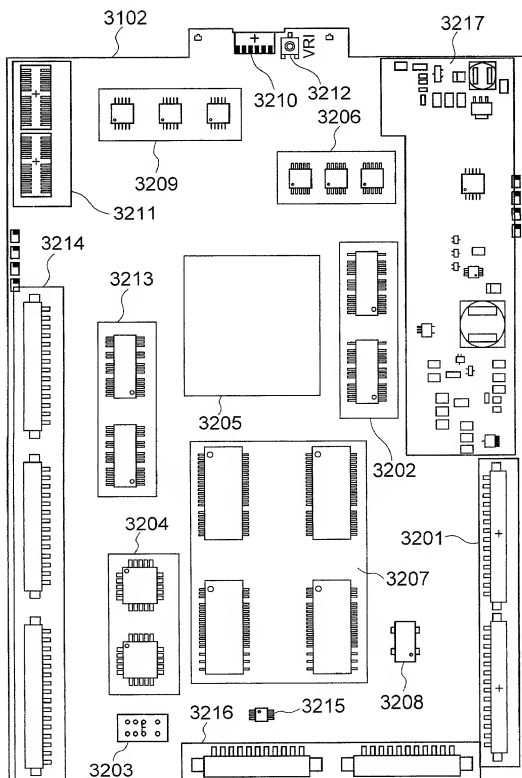
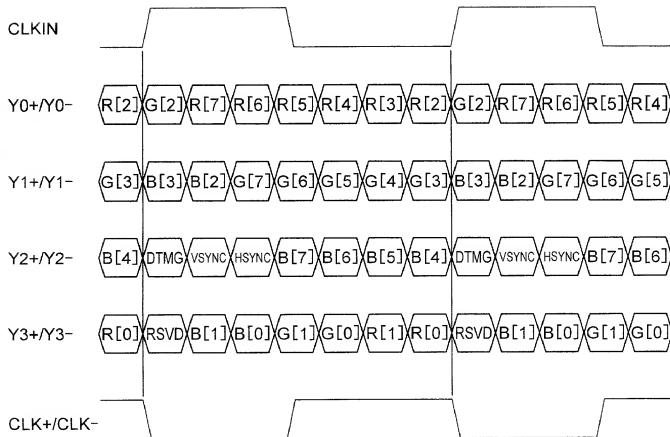


FIG. 32

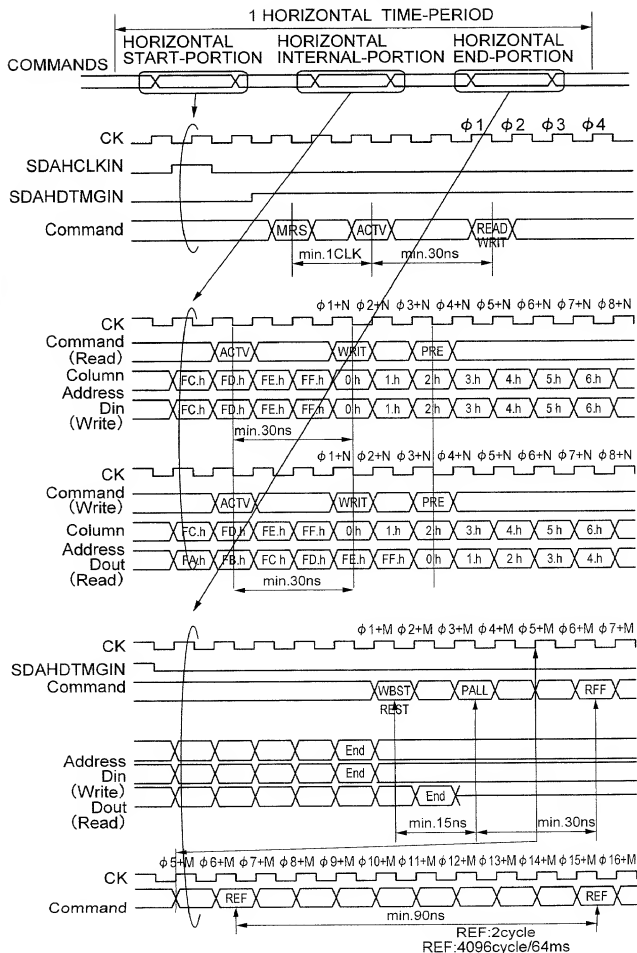




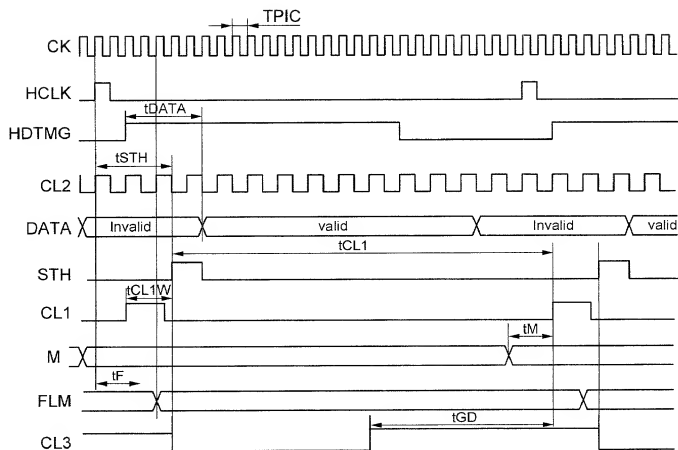
# FIG. 34



# FIG. 35



# FIG. 36



# FIG. 37

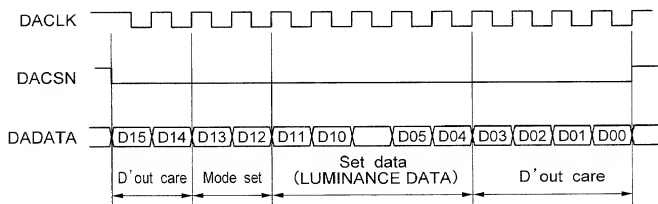
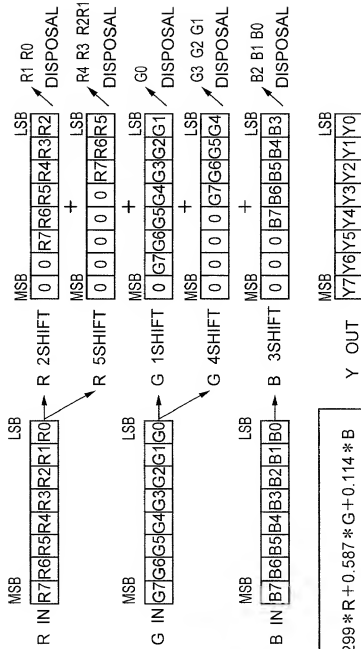




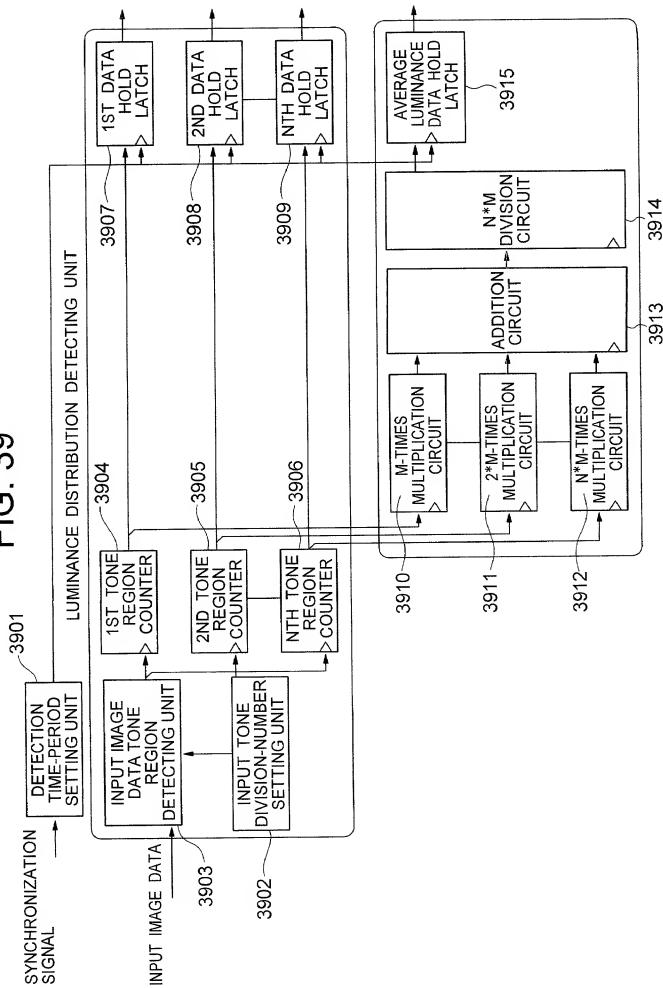
FIG. 38



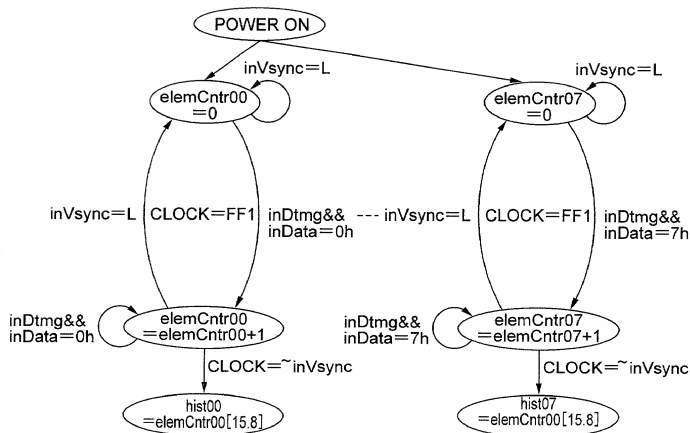
$$Y \text{ OUT} = 0.299 * R + 0.587 * G + 0.114 * B$$

$$Y \text{ OUT} = 0.281 * R + 0.563 * G + 0.125 * B$$

FIG. 39



# FIG. 40



# FIG. 41

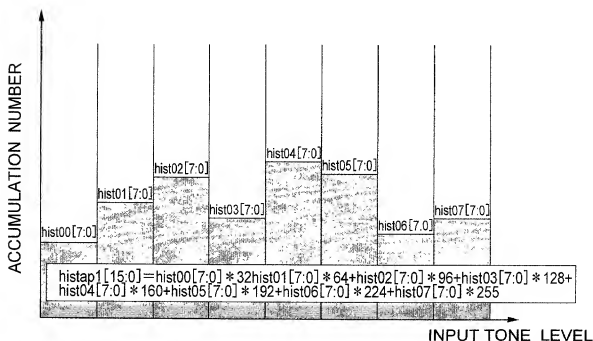
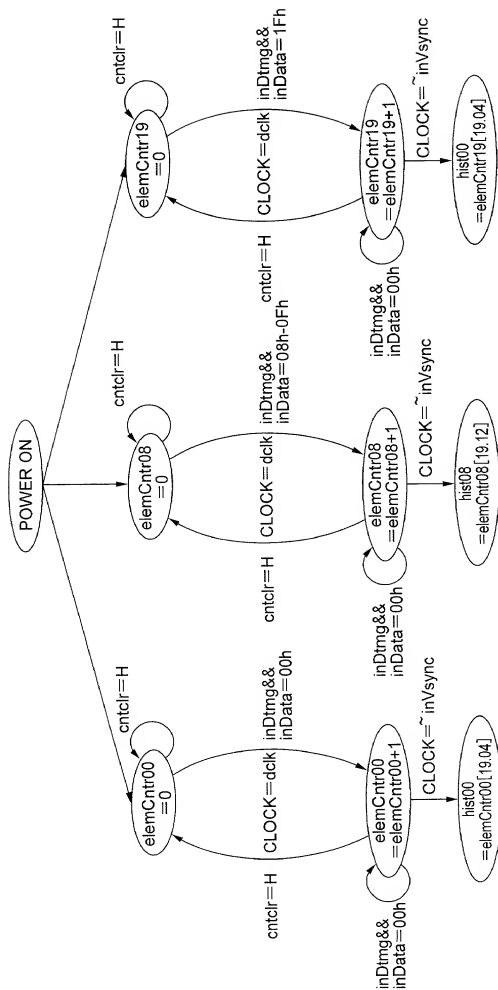
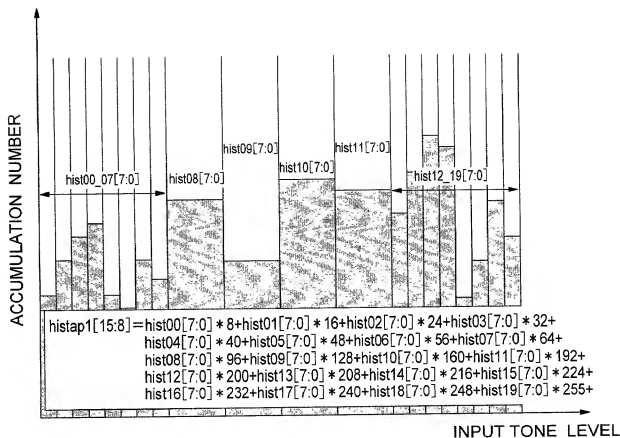


FIG. 42



# FIG. 43



# FIG. 44

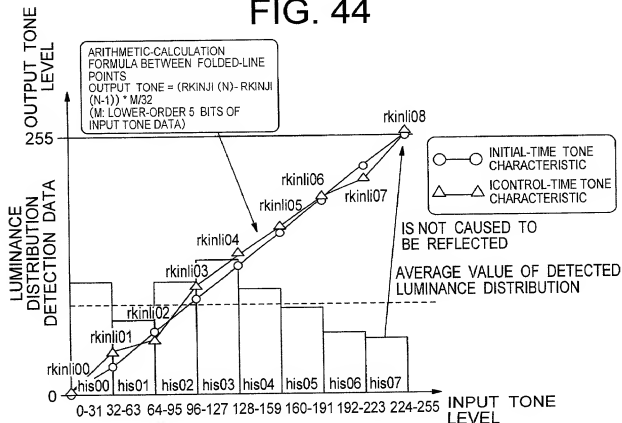


FIG.45

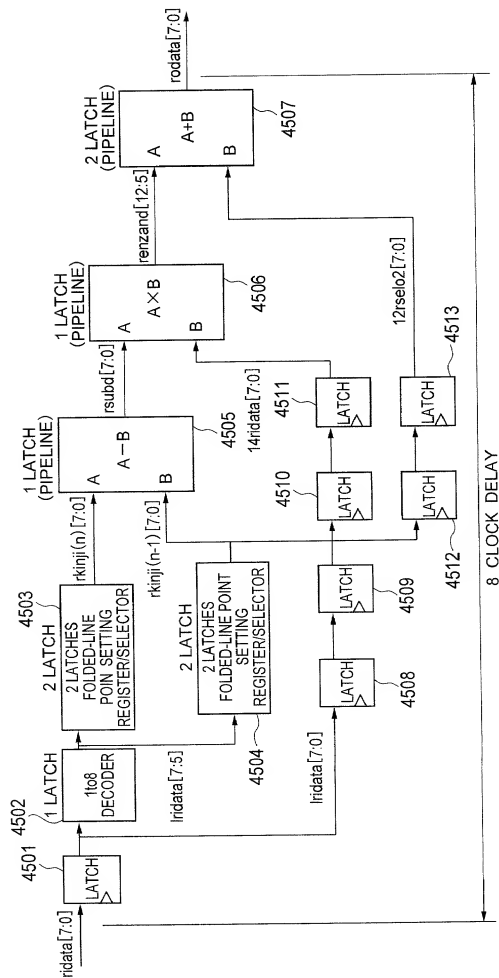


FIG. 46

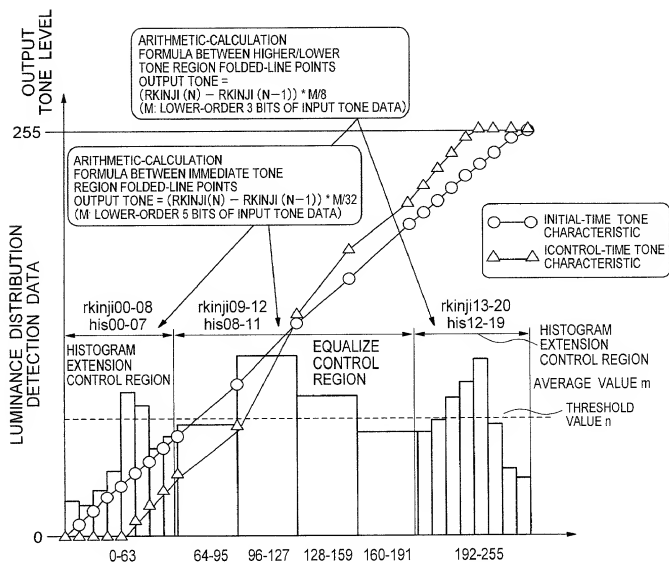
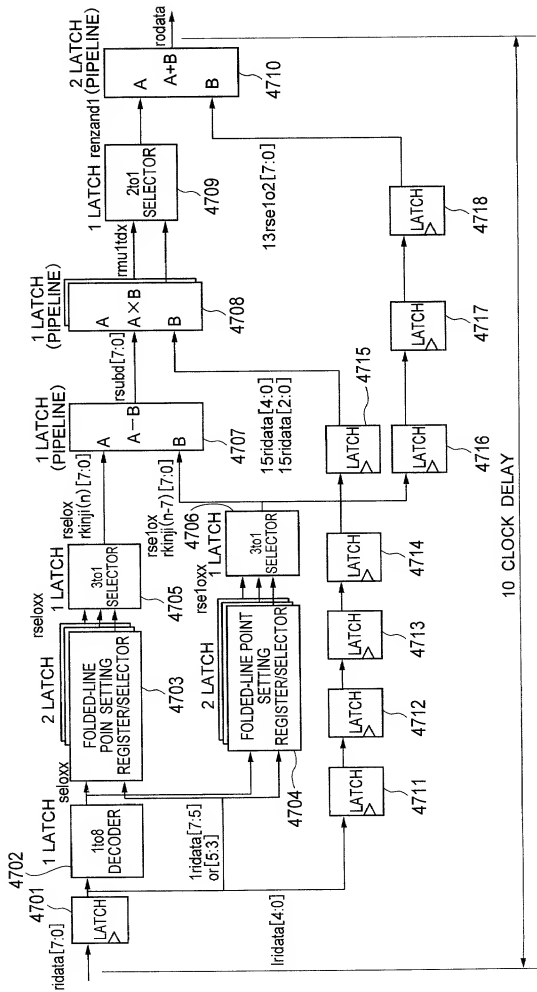
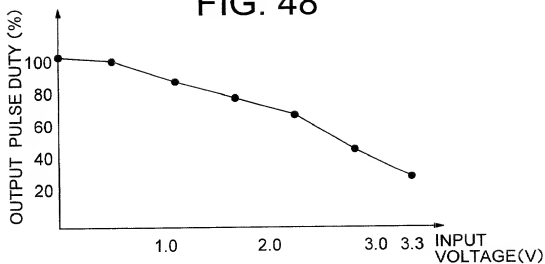


FIG. 47

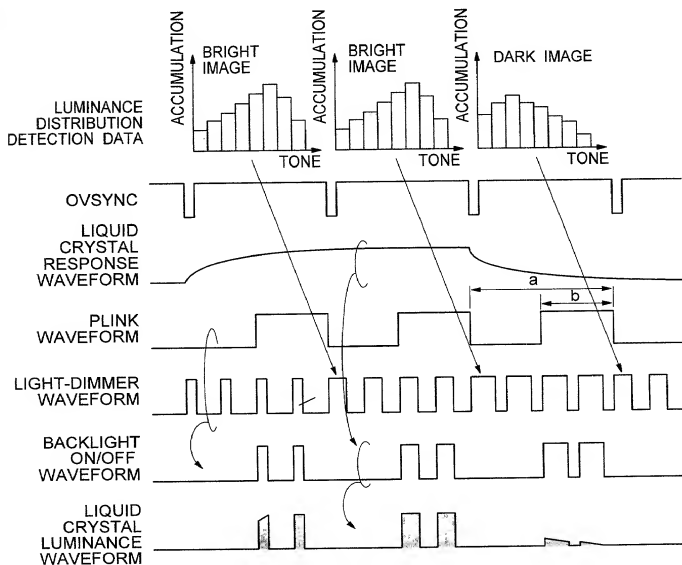




# FIG. 48



# FIG. 49



# FIG. 50

$$a+b+c+d+e+f+g+h=192\text{POINTS}$$

IMAGE JUDGING CONDITION

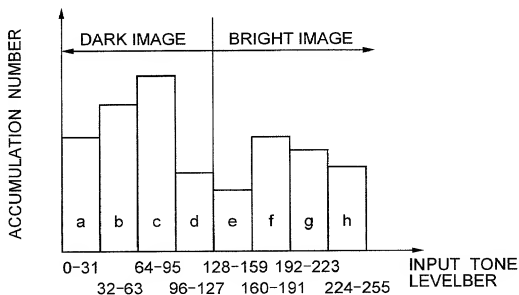
JUDGING CONDITION 1: BRIGHT IMAGE (LARGE NUMBER OF HIGHER-ORDER TONE DISTRIBUTION REGIONS)

E > 48 POINTS OR F > 40 POINTS OR G > 32 POINTS OR H > 24 POINTS

JUDGING CONDITION 2: DARK IMAGE (LARGE NUMBER OF LOWER-ORDER TONE DISTRIBUTION REGIONS)

OTHER THAN THE ABOVE-MENTIONED JUDGING CONDITION 1

(LARGE NUMBER OF HIGHER-ORDER TONE DISTRIBUTION REGIONS)



# FIG. 51

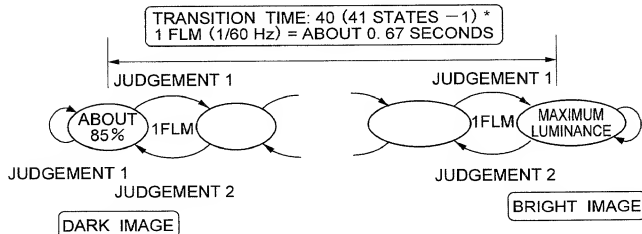


FIG. 52

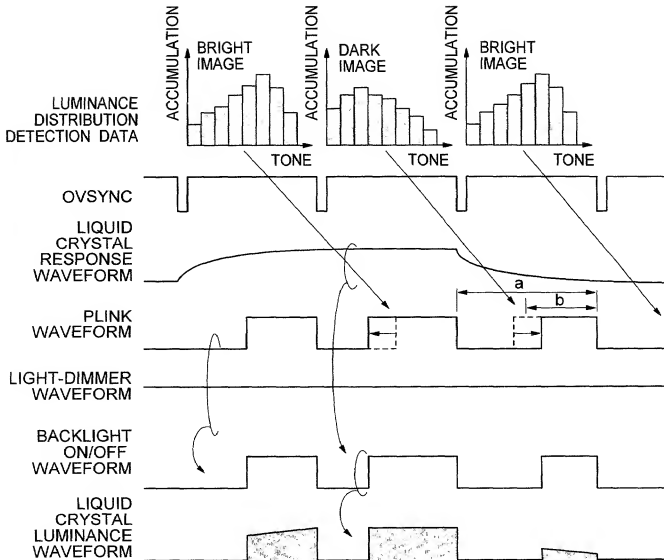


FIG. 53

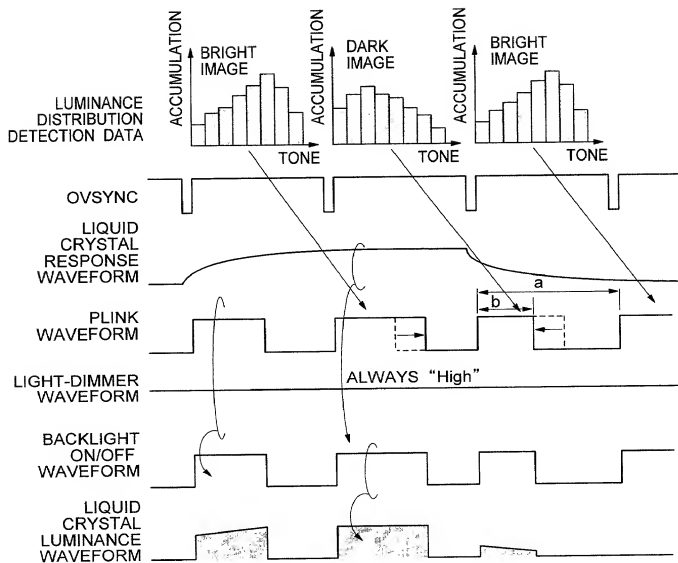
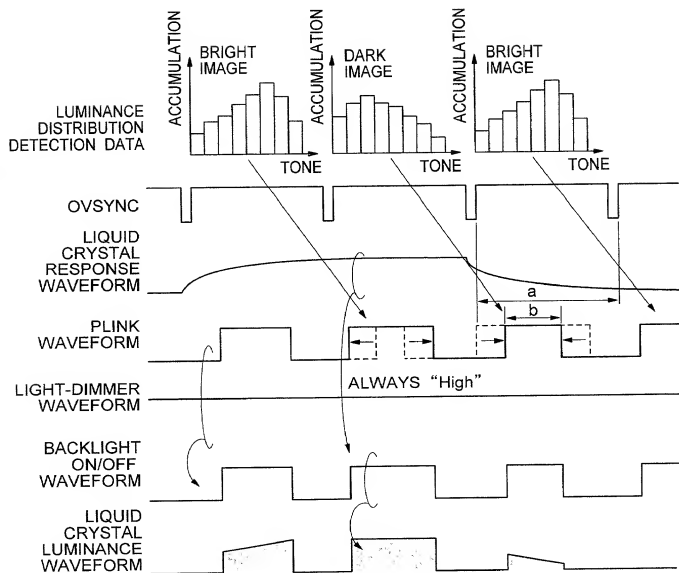


FIG. 54



# FIG. 55

